# SUPERBASE'S LEADING USERS GROUP

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NEWSLETTER
February, 91

Florence J. Keeney

Seattle, Wa.

To Florence J. Keeney;

Spring must be right around the corner, because we are being hit, right and left by upgrade notices for all the programs everybody bought last Christmas. Haven't upgrade prices taken a jump? What little bit wasn't spent on Christmas, has been sucked out of me now.

## CURRENT VERSIONS

### Amiga

The present version is 3.2, but look for a new version next month. It will be a single user version of 4.0. The LAN version is being held up because Commodore just can not get their act together software-wise. They are having problems developing their new Operating System. It looks like OS-2 is proving to be a problem for a lot of people.

### Atari

The present version is 3.2 and do not look for a new version beyond this. This is primarily because Atari Corporation has decided, that they do not want to pay the conversion costs.

### Gem 3 or 4

The present version is 4.02 and do not look for a new Gem version beyond this. The return to Precision Inc. just was not enough to make it worthwhile.

### Windows

The present version is 1.21 and they are working very hard on the next upgrade. It may be a major change. One of the things I will appreciate, is that Superbase is going to sixteen bits in several areas which has been needed.

## LAN

The present version is 1.21 under Windows, however when Commodore gets their act together and produces the software for networking then Precision will be ready to release an Amiga LAN version. The Windows LAN versions will be upgraded along with, and in line with the single user version.

## NATIONAL NEWS

We have received a few calls, wondering where Precision could be found on the national BBS's.

Peoplelink - Look for the OSIN section.

Compuserve - Look for WINAPA, then Section 12.

Once in a while I will hear a rumor about someone developing a DML program which can repair a clobbered Superbase file (.sbf). To this day it has proven to be only a rumor. I have straightened up a few files by using an editor, but that is a lot of work which causes you to think it might be easier to just build the file again from scratch, rather than repair it.

If you run into anything which helps you out; it would probably help a lot of other people. So call it in. Fax it in. Mail it in. Whatever. The main thing is that you pass it on. That way you are helping others in the same manner that you like to be helped.

## DML PROGRAMMING

See the enclosed programming sheet for an example in using the Graphics Server from SDK.

## PRECISION TECH-TIP

provided by Andy Long
Director of Technical Support
Precision, Inc.

**File Definition Modification**

If the user modifies the file definition, then answers the modify dialog with OK and then answers the save file definition requestor with CANCEL (*the changes are not written to the .SBD*), the changes are actually still active, (temporary in memory) until the file is closed and then reopened. This means that users could possibly make changes which they think were canceled, but are still active. To be sure, the user should close the file and then reopen it, this will wipe out the Temporary changes by rereading the .SBD (Superbase Definition file).

## LOCAL NEWS

While I am at it, I want to make sure that everyone is aware of the ability to earn membership rather that contributing money. Some members are doing just that - Bob Mascott as Sec./Treas. - Richard Drummond as Equipment Provider (BBS, Projector, Amiga Computer) - John McCormick as BBS Maintenance. As of now there is an opening for an Editor for this newsletter.

Just think about how it would look - Florence J. Keeney, Editor.

Some things we could use at the meeting would include a color monitor for demonstration purposes. We have been able to get a portable which also has an RGB port.This combination along with a projector would allow everyone present to see examples of just how some of us solve or accomplish the things we do.

Those of you interested in the Superbase BBS (Bulletin Board System), please note the telephone number at the beginning. It is carried as a section or room on Alki Express under User Group. All permanent members have access authorized. If you find anything to the contrary, leave a note to the Sysop (System Operator). This is a multi-line BBS (2 lines) however we are only listing the main number after you gain access, you should have the alternate number. Alki Express is a pay board so access should not be too tough to get. Evening hours are always the hardest to get through on.

The Notice that goes out to the temporary members and several others is included with this newsletter. We have tried to create it in such a manner that if you felt that you did not need that sheet and you wanted to post it some where that it would help others, you could feel free to do so. You might even give it to some one else who is interested in Superbase to remind them of the meeting.

So Much For Now.

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## MEETING NOTICE
February 1991

For Beginners:
We are going through the menus,item by item. We probably won't finish during this meeting, so it will be continued.

For Advanced:
The answering of questions and the solving of problems, along with some demonstrations have eaten up the time and seemed to satisfy those present.

These meetings are being held for your benefit and we would appreciate ideas relating to subjects to be either presented or discussed.

We will try to show demonstrations and examples on the screen by way of:
An Amiga 1000 and a Sharp portable video projector provided to us by Richard Drummond. We also have a portable MS-Dos machine for demonstrations in that environment. We could use a color monitor which would accept RGB signal from the portable, so viewing would be easier.

Remember we are presently meeting on the third Tuesday of each month at 7:00pm.

Downstairs Auditorium in the South Office of
Snohomish County PUD # 1
21018 Highway 99
Lynnwood, Wa.

Two methods of paying dues:

a. $ 2.00 per meeting attended.
   This is for those persons wanting to attend a particular meeting but do not want to become a permanent member.
   You may have wanted to solve a problem you were having, or you just want to listen to a particular speaker or about a subject that interests you. You will also receive future Meeting Notices.

b. $ 15.00 per year - Permanent Member
   This allows attendance to all meetings. You will have access to the local Superbase BBS and receive copies of our Newsletter as it published. ( No promises on the newsletter regarding schedule. We remember Precisions Journal and those promises only too well.)

All funds received are used for mailings, notifications and other items relating to the meetings.

Here is a programming example extracted from one of the SBP files we have working for a customer.

This also is an example of what is meant by commenting. I have seen, and I have been sent programs that would take a ridiculous amount of time just to start figuring what was going on; let alone figuring out what is wrong and all because of the lack of commenting. I don't know how some people expect to keep track of what they are doing. I'm the kind of guy that can go for a cup of coffee, have a conversation with a friend and then look at my program as if I had created it in a dream. With me commenting is an absolute necessity.

My feeling is that Documentation should be written for the ignorant, whose knowledge level is idiot and that Commenting should be written for someone that doesn't have a clue as to what you are trying to do.

```
REM ************************************************************
*

REM  This program uses the variables previously created in XXXXX program and shown on
XXXXX form REM     with the data being held in XXXXX database. The data being held by the
variables is processed by REM SDK's Graphics Server to produce a graph which can be understood
easier than by just looking at the REM figures.

REM ************************************************************
*


REM  Preparing the way
REGISTER CLEAR
REGISTER "gswdll.exe","GSOpenServer","ICC"
REGISTER "gswdll.exe","GSCloseServer","I"
REGISTER "gswdll.exe","GSOpenWin","IBBBBBIIC"
REGISTER "gswdll.exe","GSCloseWin","II"
REGISTER "gswdll.exe","GSGetSXExt","E"
REGISTER "gswdll.exe","GSSetBG","II"
REGISTER "gswdll.exe","GSClearView","II"
REGISTER "gswdll.exe","GSLegend","IBBBBIIIIIIIIC"
REGISTER "gswdll.exe","GSSetPal","IIIII"
REGISTER "gswdll.exe","GSSD","III"
REGISTER "GSWDLL.EXE","GSOpenView","IIBBBBB"
REGISTER "GSWDLL.EXE","GSCloseView","IIII"
REGISTER "GSWDLL.EXE","GSGetWXExt","EII"
REGISTER "GSWDLL.EXE","GSGetWYExt","EII"
REGISTER "gswdll.exe","AGOpen","I"
REGISTER "gswdll.exe","AGAmp","IIIN"
REGISTER "gswdll.exe","AGLabels","IIO"
REGISTER "gswdll.exe","AGTitleG","IC"
REGISTER "gswdll.exe","AGShow","IIII"
REGISTER "gswdll.exe","AGClose","I"

REM SET strLegend[1] = 'Crew A'
REM SET strLegend[2] = 'Crew B'
REM SET strLegend[3] = 'Crew C'
REM SET strLegend[4] = 'Crew D'
```

```
aarray:
 carunt% = carunt% / rec%
fAmp#%(0,15) = cad1% / rec%:famp#%(1,15) = caf1% / rec%:label$(15) = "PR Exp."
fAmp#%(0,14) = cad2% / rec%:famp#%(1,14) = caf2% / rec%:label$(14) = "Oper. Stop"
fAmp#%(0,13) = cad3% / rec%:famp#%(1,13) = caf3% / rec%:label$(13) = "Wrap Up"
fAmp#%(0,12) = cad4% / rec%:famp#%(1,12) = caf4% / rec%:label$(12) = "Tube Detect"
fAmp#%(0,11) = cad5% / rec%:famp#%(1,11) = caf5% / rec%:label$(11) = "No Tube"
fAmp#%(0,10) = cad6% / rec%:famp#%(1,10) = caf6% / rec%:label$(10) = "Stripper"
fAmp#%(0,9) = cad7% / rec%:famp#%(1,9) = caf7% / rec%:label$(9) = "Embos Wrap"
fAmp#%(0,8) = cad8% / rec%:famp#%(1,8) = caf8% / rec%:label$(8) = "Air Low"
fAmp#%(0,7) = cad9% / rec%:famp#%(1,7) = caf9% / rec%:label$(7) = "Mand Align"
fAmp#%(0,6) = cad10% / rec%:famp#%(1,6) = caf10% / rec%:label$(6) = "Core Cutter"
fAmp#%(0,5) = cad11% / rec%:famp#%(1,5) = caf11% / rec%:label$(5) = "Packer"
fAmp#%(0,4) = cad12% / rec%:famp#%(1,4) = caf12% / rec%:label$(4) = "Down Stream"
fAmp#%(0,3) = cad13% / rec%:famp#%(1,3) = caf13% / rec%:label$(3) = "Meter Wind"
fAmp#%(0,2) = cad14% / rec%:famp#%(1,2) = caf14% / rec%:label$(2) = "Spare 14"
fAmp#%(0,1) = cad15% / rec%:famp#%(1,1) = caf15% / rec%:label$(1) = "Spare 15"
fAmp#%(0,0) = cad16% / rec%:famp#%(1,0) = caf16% / rec%:label$(0) = "Spare 16"

 GOSUB serveopen

barray:
 cbrunt% = cbrunt% / rec%
fAmp#%(0,15) = cbd1% / rec%:famp#%(1,15) = cbf1% / rec%:label$(15) = "PR Exp."
fAmp#%(0,14) = cbd2% / rec%:famp#%(1,14) = cbf2% / rec%:label$(14) = "Oper. Stop"
fAmp#%(0,13) = cbd3% / rec%:famp#%(1,13) = cbf3% / rec%:label$(13) = "Wrap Up"
fAmp#%(0,12) = cbd4% / rec%:famp#%(1,12) = cbf4% / rec%:label$(12) = "Tube Detect"
fAmp#%(0,11) = cbd5% / rec%:famp#%(1,11) = cbf5% / rec%:label$(11) = "No Tube"
fAmp#%(0,10) = cbd6% / rec%:famp#%(1,10) = cbf6% / rec%:label$(10) = "Stripper"
fAmp#%(0,9) = cbd7% / rec%:famp#%(1,9) = cbf7% / rec%:label$(9) = "Embos Wrap"
fAmp#%(0,8) = cbd8% / rec%:famp#%(1,8) = cbf8% / rec%:label$(8) = "Air Low"
fAmp#%(0,7) = cbd9% / rec%:famp#%(1,7) = cbf9% / rec%:label$(7) = "Mand Align"
fAmp#%(0,6) = cbd10% / rec%:famp#%(1,6) = cbf10% / rec%:label$(6) = "Core Cutter"
fAmp#%(0,5) = cbd11% / rec%:famp#%(1,5) = cbf11% / rec%:label$(5) = "Packer"
fAmp#%(0,4) = cbd12% / rec%:famp#%(1,4) = cbf12% / rec%:label$(4) = "Down Stream"
fAmp#%(0,3) = cbd13% / rec%:famp#%(1,3) = cbf13% / rec%:label$(3) = "Meter Wind"
fAmp#%(0,2) = cbd14% / rec%:famp#%(1,2) = cbf14% / rec%:label$(2) = "Spare 14"
fAmp#%(0,1) = cbd15% / rec%:famp#%(1,1) = cbf15% / rec%:label$(1) = "Spare 15"
fAmp#%(0,0) = cbd16% / rec%:famp#%(1,0) = cbf16% / rec%:label$(0) = "Spare 16"

 GOSUB dataline
```

```
carray:
 ccrunt% = ccrunt% / rec%
 fAmp#%(0,15) = ccd1% / rec%:famp#%(1,15) = ccf1% / rec%:label$(15) = "PR Exp."
 fAmp#%(0,14) = ccd2% / rec%:famp#%(1,14) = ccf2% / rec%:label$(14) = "Oper. Stop"
 fAmp#%(0,13) = ccd3% / rec%:famp#%(1,13) = ccf3% / rec%:label$(13) = "Wrap Up"
 fAmp#%(0,12) = ccd4% / rec%:famp#%(1,12) = ccf4% / rec%:label$(12) = "Tube Detect"
 fAmp#%(0,11) = ccd5% / rec%:famp#%(1,11) = ccf5% / rec%:label$(11) = "No Tube"
 fAmp#%(0,10) = ccd6% / rec%:famp#%(1,10) = ccf6% / rec%:label$(10) = "Stripper"
 fAmp#%(0,9) = ccd7% / rec%:famp#%(1,9) = ccf7% / rec%:label$(9) = "Embos Wrap"
 fAmp#%(0,8) = ccd8% / rec%:famp#%(1,8) = ccf8% / rec%:label$(8) = "Air Low"
 fAmp#%(0,7) = ccd9% / rec%:famp#%(1,7) = ccf9% / rec%:label$(7) = "Mand Align"
 fAmp#%(0,6) = ccd10% / rec%:famp#%(1,6) = ccf10% / rec%:label$(6) = "Core Cutter"
 fAmp#%(0,5) = ccd11% / rec%:famp#%(1,5) = ccf11% / rec%:label$(5) = "Packer"
 fAmp#%(0,4) = ccd12% / rec%:famp#%(1,4) = ccf12% / rec%:label$(4) = "Down Stream"
 fAmp#%(0,3) = ccd13% / rec%:famp#%(1,3) = ccf13% / rec%:label$(3) = "Meter Wind"
 fAmp#%(0,2) = ccd14% / rec%:famp#%(1,2) = ccf14% / rec%:label$(2) = "Spare 14"
 fAmp#%(0,1) = ccd15% / rec%:famp#%(1,1) = ccf15% / rec%:label$(1) = "Spare 15"
 fAmp#%(0,0) = ccd16% / rec%:famp#%(1,0) = ccf16% / rec%:label$(0) = "Spare 16"

 GOSUB dataline

darray:
 cdrunt% = cdrunt% / rec%
 fAmp#%(0,15) = cdd1% / rec%:famp#%(1,15) = cdf1% / rec%:label$(15) = "PR Exp."
 fAmp#%(0,14) = cdd2% / rec%:famp#%(1,14) = cdf2% / rec%:label$(14) = "Oper. Stop"
 fAmp#%(0,13) = cdd3% / rec%:famp#%(1,13) = cdf3% / rec%:label$(13) = "Wrap Up"
 fAmp#%(0,12) = cdd4% / rec%:famp#%(1,12) = cdf4% / rec%:label$(12) = "Tube Detect"
 fAmp#%(0,11) = cdd5% / rec%:famp#%(1,11) = cdf5% / rec%:label$(11) = "No Tube"
 fAmp#%(0,10) = cdd6% / rec%:famp#%(1,10) = cdf6% / rec%:label$(10) = "Stripper"
 fAmp#%(0,9) = cdd7% / rec%:famp#%(1,9) = cdf7% / rec%:label$(9) = "Embos Wrap"
 fAmp#%(0,8) = cdd8% / rec%:famp#%(1,8) = cdf8% / rec%:label$(8) = "Air Low"
 fAmp#%(0,7) = cdd9% / rec%:famp#%(1,7) = cdf9% / rec%:label$(7) = "Mand Align"
 fAmp#%(0,6) = cdd10% / rec%:famp#%(1,6) = cdf10% / rec%:label$(6) = "Core Cutter"
 fAmp#%(0,5) = cdd11% / rec%:famp#%(1,5) = cdf11% / rec%:label$(5) = "Packer"
 fAmp#%(0,4) = cdd12% / rec%:famp#%(1,4) = cdf12% / rec%:label$(4) = "Down Stream"
 fAmp#%(0,3) = cdd13% / rec%:famp#%(1,3) = cdf13% / rec%:label$(3) = "Meter Wind"
 fAmp#%(0,2) = cdd14% / rec%:famp#%(1,2) = cdf14% / rec%:label$(2) = "Spare 14"
 fAmp#%(0,1) = cdd15% / rec%:famp#%(1,1) = cdf15% / rec%:label$(1) = "Spare 15"
 fAmp#%(0,0) = cdd16% / rec%:famp#%(1,0) = cdf16% / rec%:label$(0) = "Spare 16"

 GOTO labelline
```

```
serveopen:
REM   Open the server - if it fails then try running GSW.EXE
REM   in case it's not loaded

a%% = CALL ("GSOpenServer","","C")

IF a%% < 0 THEN
    ? "GSOpenServer Failed - Loading GSW":CALL "gsw"
    a%% = CALL ("GSOpenServer","","C")
    IF a%% < 0 THEN ? "GSOpenServer Failed":GOTO fail
END IF

REM * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

REM   Find the aspect ratio of the screen and create a window covering
REM   75% of it. The screen is always 1 anchor unit high so we only have
REM   to check the width.
REM   0.05 = position from left edge of screen
REM   0.075 = position from bottom of screen
REM   0.75 = 75 percent of screen is to be covered by graph

width#% = CALL ("GSGetSXExt") * 0.75
w%% = CALL ("GSOpenWin",0.05,0.075,width#%,0.75,100,1 + 2 + 16 + 32,4," Downtime is Measured in
Hours")
IF w%% < 0 THEN ? "GSOpenWind Failed":GOTO fail

x#% = CALL ("GSGetWXExt",0,0)
y#% = CALL ("GSGetWYExt",0,0)
v#% = CALL ("GSOpenView",w%%,0,0,x#%,y#%,100)

REM * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

REM Set the background color and clear the view
REM   0 = Black    5 = Plum      10 = Brt.Green  15 = White
REM   1 = Dark Blue  6 = Olive     11 = Lt. Blue
REM   2 = Green    7 = Med. Gray  12 = Red
REM   3 = Lt.Green  8 = Dk. Gray   13 = Purple
REM   4 = Magenta   9 = Royal Blue  14 = Yellow
a%% = CALL ("GSSetBG",15)

REM   0 makes background transparent - 1 makes background opaque
a%% = CALL ("GSClearView",0)

REM * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

```
REM   Now open AutoGraph and send the data
 a%% = CALL ("AGOpen")

dataline:
a%% = CALL ("AGAmp",16,rec%,fAmp#%(0))
RETURN

 REM  and the labels
labelline:

a%% = CALL ("AGLabels",16,label$(0))

 REM  add a title and draw the chart
a%% = CALL ("AGTitleG","HRT Downtime Info.")

 REM ***************************************************

 REM   CALL ("AGShow",AGLINE,AGLINEXGRID + AGLINEYGRID + AGLINESYMBOLS +
 REM        AGLINESOLID + AGLINETHICK,0)

 REM AGLINE
 REM
 REM AGLINEXGRID     1    2    3    4    5    6    7
 REM
 REM AGLINEYGRID     0    4    8
 REM
 REM AGLINESYMBOLS    1024        2048        4096        8192
 REM
 REM AGLINESOLID      1024        2048        4096        8192
 REM
 REM AGLINETHICK      1024        2048        4096        8192
 REM
 REM   The following line creates a 3 dimensional graph.
 REM a%% = CALL ("AGShow",4,4 + 8 + 1024 + 2048,0)

 REM   The following line creates a 2 dimensional graph.
 a%% = CALL ("AGShow",3,4 + 0 + 2048 + 8192,0)

 REM ***************************************************

 REM a%% = CALL ("AGLegend"(nGroup,strLegend))

 REM ***************************************************
```

```
REM close AutoGraph and wait for mouse click
a%% = CALL ("AGClose")

MOUSE ON
MOUSE a%,b%,c%
WAIT MOUSE
IF a% > = 1 THEN GOTO fail

fail:
a% = 0

REM tidy up
a%% = CALL ("GSCloseView",w%%,v#%,1)
a%% = CALL ("GSCloseWin",w%%)
a%% = CALL ("GSCloseServer")
REGISTER CLEAR

REM * * *
```